



TIME COP™

INSTRUCTION BOOKLET

KIDS TO ADULTS



AGES 6+

SUPER NINTENDO.
ENTERTAINMENT SYSTEM

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JVC MUSICAL INDUSTRIES, INC., LOS ANGELES, CA 90068



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THE SCIENTISTS UNDERSTOOD THAT MANIPULATIONS OF THE POINT SOURCE RIFLE INTO THIS FUTURE, CREATING A DOMINO EFFECT THAT COULD ALTER OR EVEN DESTROY HUMANITY.



TIME WAITS FOR YOU!

AFTER STOPPING THE EVIL SENATOR AARON MCCOMB, MAX WALKER IS LIVING PEACEFULLY WITH HIS WIFE, MELISSA, AND THEIR SON, TOM.

WHILE HELPING TOM WITH HIS HOMEWORK, WALKER NOTICES A STRANGE PHOTO IN THE BOY'S SCHOOLBOOK WITH HANS KLEINDAST—THE INVENTOR OF TIME TRAVEL—STANDING NEXT TO ALBERT EINSTEIN IN 1944!

THOUGHTFULLY CLOSING THE BOOK, MAX LOOKS AROUND AND Notices THE APPLIANCES IN HIS HOME FEATURE A NEW LOGO: HKE: HANS KLEINDAST ELECTRONICS INC.

WALKER LEAPS INTO HIS AUTOMATIC CAR AND ORDERS THE ONBOARD COMPUTER TO TAKE HIM TO THE TIME ENFORCEMENT COMMISSION. HOWEVER, THE VEHICLE—ANOTHER HKE PRODUCT—TAKES HIM ELSEWHERE... HE IS HELPLESSLY STRAPPED IN AND WHISKED AWAY. ARMED GUARDS FINALLY SEIZE HIM AND HAUL HIM OFF TO SEE KLEINDAST.

"I STAGED MY DEMISE IN THE PROTOTYPE," KLEINDAST TELLS WALKER. "BUT I'M NOT A GREEDY MAN. BECAUSE YOU DID SO WELL PURSUING M-COMB, I HAVE SELECTED YOU TO BE THE PREY IN MY FIRST 'MANHUNT THROUGH TIME'."

KLEINDAST EXPLAINS THAT HE HAS MODIFIED SOME GIVENS IN HUMAN HISTORY AND CREATED A NUMBER OF ALTERNATIVES TO REALITY. THROWING WALKER A TIME-CONTROL BRACELET, HE SAYS, "LET THE TIME DUEL BEGIN!" THE GUARDS SEIZE WALKER, AND HE IS THRUST INTO A TIME POD SET FOR A COLLISION COURSE WITH DESTINY!



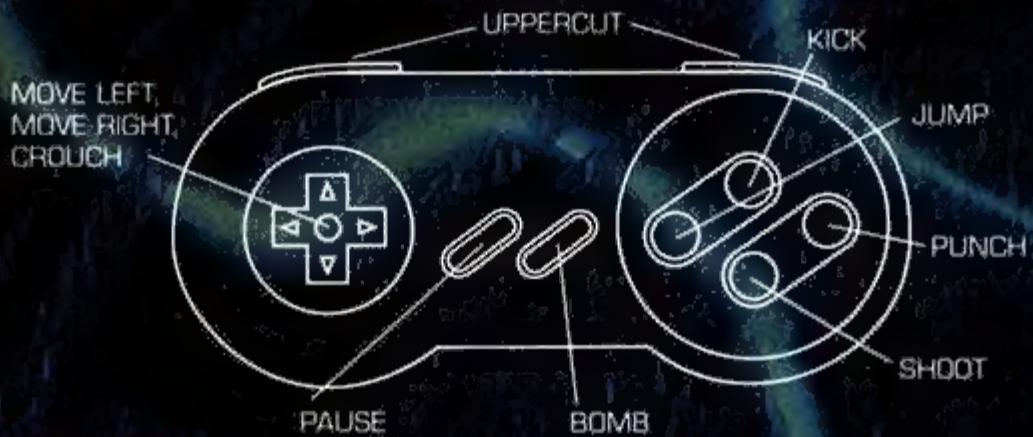
YOU'RE GOING
TO BE WALKING
AGAIN TOMORROW.

STARTING THE GAME

1. TURN OFF YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM BY SLIDING THE POWER BAR AWAY FROM THE GAME PAK SLOT. PLUG A GAME CONTROLLER INTO YOUR SYSTEM.
2. INSERT THE TIMECOP GAME PAK, LABEL FACING FRONT, IN THE SYSTEM SLOT.
3. TURN ON THE SYSTEM BY SLIDING THE POWER BAR TOWARD THE GAME PAK SLOT.
4. WHEN THE TITLE SCREEN APPEARS, PRESS THE START BUTTON TO BEGIN PLAY.



CONTROLS



--NO MATTER
WHERE YOU TRY
TO HIDE--



MOVE: PRESS THE CONTROL PAD LEFT OR RIGHT; PRESS DOWN TO CROUCH.

UPPERCUT: PRESS THE LEFT OR RIGHT TRIGGER.

TO KICK: PRESS THE A BUTTON.

TO JUMP: PRESS THE B BUTTON.

TO PUNCH: PRESS THE X BUTTON.

TO SHOOT: PRESS THE Y BUTTON.

TO USE BOMB: PRESS THE SELECT BUTTON.

TO PAUSE: PRESS THE START BUTTON.

GAME

GAME MENU

TO MAKE A SELECTION IN THE MAIN GAME MENU, PRESS UP OR DOWN ON THE CONTROL PAD TO SELECT AN OPTION, THEN PRESS ANY BUTTON TO MAKE A SELECTION.

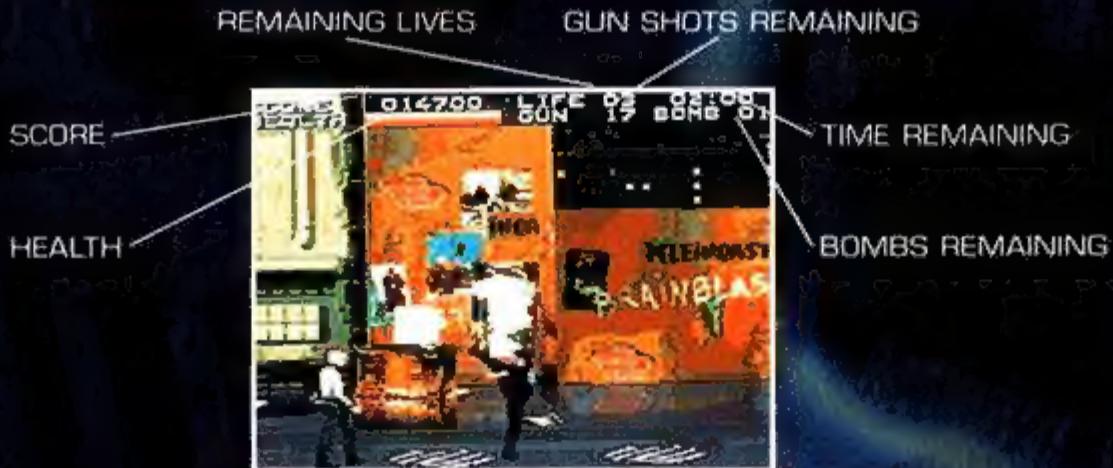
START GAME

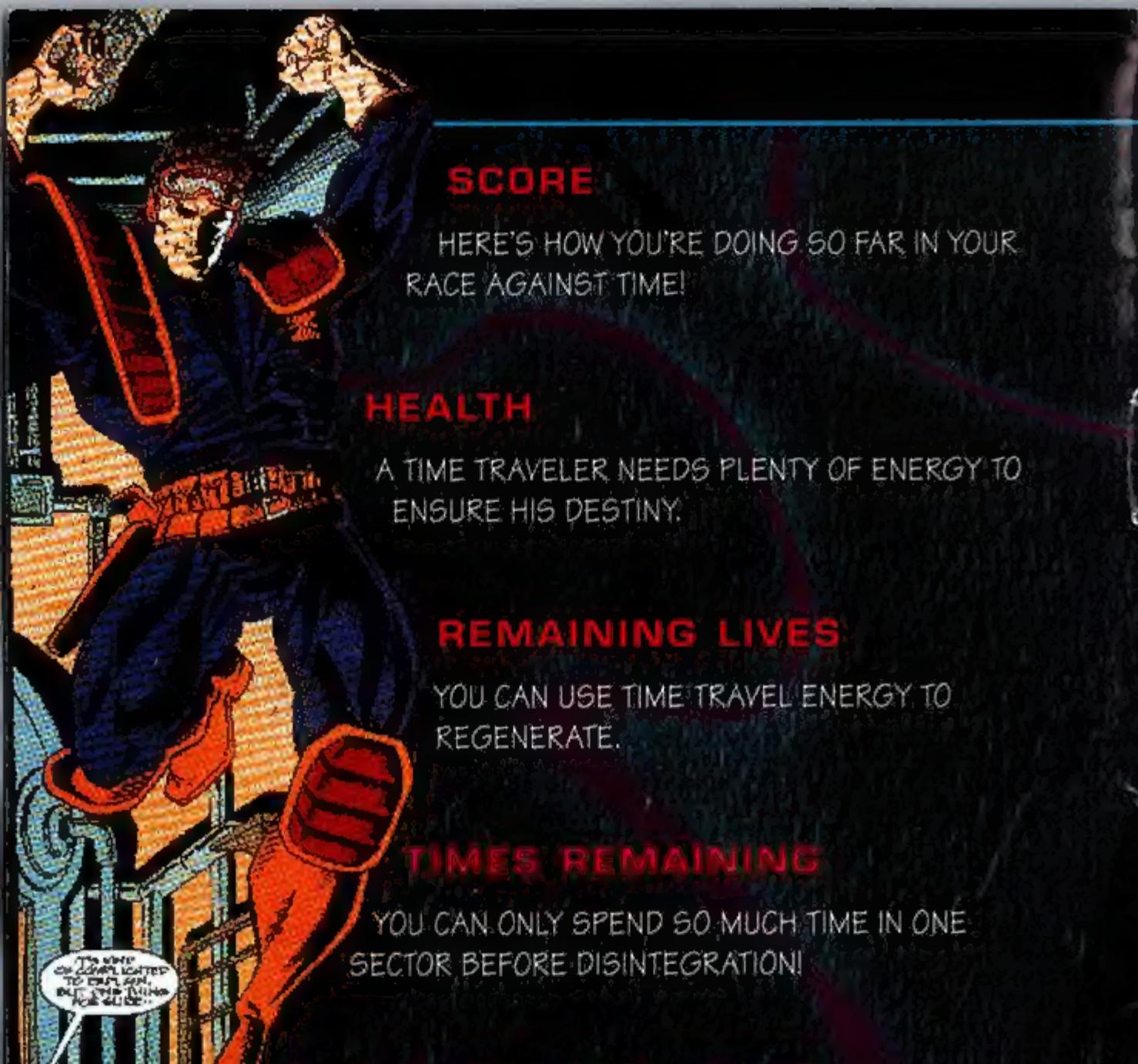
PRESS ANY BUTTON TO BEGIN YOUR TIMELESS JOURNEY.

OPTIONS

PRESS ANY BUTTON TO VIEW OPTIONS.

GAME SCREEN





SCORE

HERE'S HOW YOU'RE DOING SO FAR IN YOUR RACE AGAINST TIME!

HEALTH

A TIME TRAVELER NEEDS PLENTY OF ENERGY TO ENSURE HIS DESTINY.

REMAINING LIVES

YOU CAN USE TIME TRAVEL ENERGY TO REGENERATE.

TIMES REMAINING

YOU CAN ONLY SPEND SO MUCH TIME IN ONE SECTOR BEFORE DISINTEGRATION!

GUN SHOTS REMAINING

THIS IS HOW MANY SHOTS YOU HAVE LEFT IN YOUR PISTOL.

BOMBS REMAINING

THIS IS HOW MANY BOMBS YOU HAVE REMAINING.



THE GUN GREAT RACE

WEAPONS

YOU BEGIN THE GAME WITH A STANDARD HAND GUN (AND ON SOME LEVELS, THE SUB-MACHINE GUN).

BOMB

FIRING THE POWERFUL T.E.C. RIPPLE BOMB IS RECOMMENDED ONLY IN THE MOST EXTREME CIRCUMSTANCES!

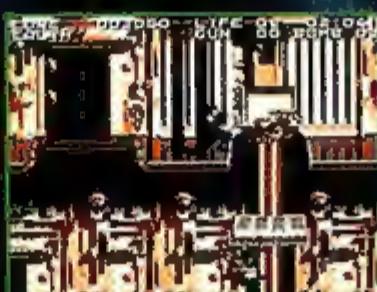


LEVELS

WASHINGTON, D.C., T.E.C. HEADQUARTERS—2005



BLAST BACK INTO THE PRESENT—AND KLEINDAST'S DARK ALTERNATE REALITY! ONCE YOU GET PAST THE SECURITY



GUARD, YOU'VE GAINED ACCESS TO THE CLASSIFIED AREA OF T.E.C. HQ...KEEP THE REMAINING GOONS DOWN AND YOU CAN DISCOVER KLEINDAST'S SECRET PLAN FOR WORLD DOMINATION...

SAN ANDREAS BREAK, UNDER THE OCEAN—1945

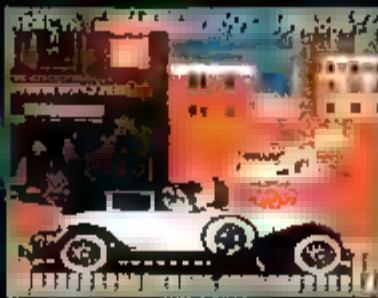


KLEINDAST PLANS TO HARVEST A FORTUNE IN THE OCEAN! RARE UNDERWATER METALS ARE NECESSARY FOR PERFECTING REVOLUTIONARY NEW ELECTRONIC COMPONENTS. TO FIGHT OFF KLEINDAST'S ARMY (AND OCTOPI!) YOU MUST USE YOUR FEET AND YOUR TRUSTY PISTOL. USE YOUR SHOTS WISELY...IT'S SINK OR SWIM! TWICE BITTEN AND YOUR UNDERWATER ADVENTURE IS ALL WASHED UP.

NEW YORK CITY—WALL STREET 1929



KLEINDAST HAS THE MOB IN HIS BACK POCKET, THEY'RE EVERYWHERE, AND THEY'RE AFTER WALKER. DRIVE-BY



SHOOTINGS MAKE NOTHING NEW IN THIS VERSION OF 1929—ONE IN WHICH

KLEINDAST TRIES TO CONTROL THE STOCK MARKET. WELL NOT WILLING TO GIVE UP, KLEINDAST SENDS HIS

ROBOTIC DOUBLE AFTER WALKER, CHASING HIM INTO A WAREHOUSE.

LAKE DORTMUND, GERMANY—1944



KLEINDAST HAS A MASTER PLAN TO HORDE THE GERMAN'S GEM AND ART TREASURES UNTIL BENEFITING FROM THEIR PEAK VALUE IN 2005! YOUR MISSION IS TO RECOVER THE TWO TRUCKS LOADED WITH THE TREASURE

AND HAND THEM OVER TO THE ARRIVING ALLIED TROOPS!

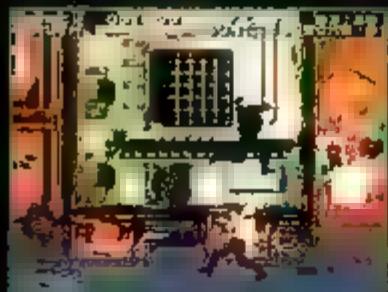
I PLACED THE CALL.
THEY DON'T EVEN WANT A LOOK AT THIS FUTURE.



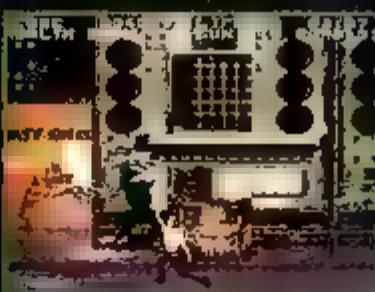
AFTER HE
IN 2005.

LOS ANGELES BRAINBLAST FACTORY

2117



WALKER GETS BLASTED TO THE ONLY PLACE HE CAN STOP KLEINDAST: HIS BRAINBLAST PRODUCTION LINE SHORTLY



BEFORE IT GOES ON THE MARKET, THERE'S A WAVE OF ROBOTS TO BATTLE BEFORE YOU FIND YOUR WAY TO KLEINDAST'S INNER SANCTUM. SAVE YOUR ENERGY FOR THE FINAL BATTLE: YOU AND KLEINDAST IN A JET PACK DUEL HIGH ABOVE THE L.A. SKYLINE.



GAME NOTES



NOT TIME
TIME!

GAME NOTES

MCCOMB'S
DIRTY AND YOU
KNOW IT.

GIVE ME THE
RIDE AND I'LL
PROVE IT.

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